## ABSTRACT

A method and a system for use in connection with programming of an industrial robot, the programming comprises teaching the robot a path having a number of waypoints located on or in the vicinity of an object to be processed by the robot. The system comprises: means for obtaining information about the waypoints of the path in relation to the object, a storage unit (16), for storing the obtained information, a simulation unit (18), simulating the robot path based on the obtained information about the waypoints and a model of the robot, a graphics generator (23), generating a graphical representation of the simulated robot path, and a display member (12) displaying a view comprising the object and said graphical representation of the robot path projected on the object.

(Fig. 2)